1 Kinematica

1.1 Transformatiematrices

$$R^{x'y'z' \to xyz} = \begin{bmatrix} 1 & 0 & 0 \\ 0 & \cos(\alpha) & -\sin\alpha \\ 0 & \sin\alpha & \cos(\alpha) \end{bmatrix}$$

1.2 Vraag 1

$\vec{\omega_g}$

2 Dynamica